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ABSTRACT

This manual presents instructional design strategies and sample student activities for creative problem solving. The ideas and suggestions are intended to support both students' mathematical attainment and their development of creative ability. The book begins with an introduction followed by discussions of unit design strategies and activity design strategies. The majority of the book contains sample activity units for grades 1-3 and 4-6. Four types of student activities are: creative work with no mathematics content, mathematics work with no creative content or ambiguity, mathematics work with some open-endedness, and mathematics work with a high degree of open-endedness. (MKR)

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